IN THE CLAIMS

Please cancel claims 1-13 and add new claims as follows:

14. (New) A method of automatically inspecting a surface treatment on a game ball, which comprises the steps of:

applying the surface treatment to the game ball;

passing the game ball through an automated inspection system; and

determining conformance of the surface treatment to a predetermined standard.

15. (New) The method of claim 14, wherein the step of determining conformance further comprises the step of:

generating an analysis signal indicative of whether the surface treatment conforms to the predetermined standard.

16. (New) The method of claim 15, wherein the step of determining conformance further comprises the step of:

using the analysis signal to perform a further operation on the game ball.

17. (New) The method of claim 16, wherein the step using the analysis signal further comprises the step of:

transferring the game ball for further processing or rejecting the game ball depending on the analysis signal generated.

18. The method of claim 14, wherein the step of determining conformance further comprises the step of:

using at least one analysis algorithm to determine whether extraneous marks are present on the game ball, wherein the extraneous marks comprise missing characters, ink smudges, ink smears, shadowing, missing sections of print, partial character thickness deviation, complete character thickness deviation, or misaligned characters; and

using the analysis algorithm to transfer the game ball for further processing or reject the game ball depending on the analysis signal generated.

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19.   (New) The method of claim 14, wherein the step of applying a surface treatment on a game ball comprises the step of:

        applying an agent to the surface of a game ball, wherein the agent is able to be illuminated under non-ambient lighting conditions.

20.   (New) The method of claim 19, wherein the step of passing the game ball through an automated inspection system further comprises the steps of:

        illuminating the game ball;

        detecting the illuminated agent with a machine vision system; and

        comparing the illuminated agent to the predetermined standard with a machine vision engine.

21.   (New) The method of claim 20, wherein the step of illuminating the game ball further comprises the steps of:

        providing a light source having a wavelength of about 300 nanometers to about 400 nanometers;

        directing the light source at the game ball.

22.   (New) The method of claim 21, wherein the step of providing a light source further comprises:

        providing an environmental modification device to eliminate dimple effects, wherein the dimple effects comprise glare, shading, or image distortion.

23.   (New) The method of claim 14, wherein the predetermined standard comprises a reference image of an acceptable surface treatment.

24.   (New) A method of automatically inspecting a coating on a game ball, which comprises the steps of:

        applying the coating to the game ball;

        passing the game ball through an automated inspection system; and

        determining conformance of the coating to a predetermined standard.

25. (New) The method of claim 24, wherein the step of determining conformance further comprises the step of:

      generating an analysis signal indicative of whether the coating conforms to predetermined standards.

26. (New) The method of claim 25, wherein the step of determining conformance further comprises the step of:

      using the analysis signal to transfer the game ball for further processing or reject the game ball depending on the analysis signal generated.

27. (New) The method of claim 24, wherein the step of applying a coating on a game ball comprises the step of:

      mixing an agent with the coating, wherein the agent is able to be illuminated under non-ambient lighting conditions.

28. (New) The method of claim 24, wherein the step of passing the game ball through an automated inspection system further comprises the steps of:

      illuminating the game ball;

      detecting the illuminated agent with a machine vision system; and

      comparing the illuminated agent to a predetermined standard with a machine vision engine.

29. (New) The method of claim 28, wherein the step of illuminating the game ball further comprises the steps of:

      providing a light source having a wavelength of about 300 nanometers to about 400 nanometers; and

      directing the light source at the game ball.

30. (New) The method of claim 24, wherein the predetermined standard comprises a reference image of an acceptable coating.

31. (New) A method of automatically inspecting an indicia on a game ball, which comprises the steps of:

      applying the indicia to the game ball;

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passing the game ball through an automated inspection system; and

determining conformance of the indicia to a predetermined standard.

32.   (New) The method of claim 31, wherein the step of applying the indicia to the game ball comprises the steps of:

combining at least one ink with at least one agent to obtain a mixture, wherein the agent is able to be illuminated under non-ambient lighting conditions; and

applying the mixture to the game ball.

33.   (New) The method of claim 31, wherein the step of passing the golf ball through an automated inspection system further comprises the steps of:

illuminating the game ball;

detecting the illuminated agent with a machine vision system; and

comparing the illuminated agent to the predetermined standard with a machine vision engine.

34.   (New) The method of claim 31, wherein the step of determining conformance further comprises the steps of:

generating an analysis signal indicative of whether the indicia conforms to the predetermined standard; and

using the analysis signal to transfer the game ball for further processing or reject the game ball depending on the analysis signal generated.

35.   (New) The method of claim 33, wherein the step of illuminating the game ball further comprises the steps of:

providing a light source having a wavelength of about 300 nanometers to about 400 nanometers; and

directing the light source at the game ball.

36.   (New) The method of claim 31, wherein the predetermined standard comprises a reference image of an acceptable indicia.

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37. (New) A method of automatically inspecting a logo print on a game ball, which comprises the steps of:

applying the logo print to the game ball;

passing the game ball through an automated inspection system; and

determining conformance of the logo print to a predetermined standard.

38. (New) The method of claim 37, wherein the step of applying a logo print to the game ball further comprises the steps of:

preparing a mixture of at least one ink and at least one agent, wherein the agent illuminates upon application of a light source; and

applying the mixture to at least a portion of the game ball.

39. (New) The method of claim 38, wherein the step of passing the game ball through an automated inspection system further comprises the steps of:

illuminating the game ball;

detecting the illuminated agent with a machine vision system; and

comparing the illuminated agent to the predetermined standard with a machine vision engine.

40. (New) The method of claim 39, wherein the step of illuminating the game ball further comprises the steps of:

providing a light source having a wavelength of about 300 nanometers to about 400 nanometers; and

directing the light source at the game ball.

41. (New) The method of claim 40, wherein the step of providing a light source further comprises:

providing an environmental modification device to eliminate dimple effects, wherein the dimple effects comprise glare, shading, or image distortion.

42. (New) The method of claim 37, wherein the step of determining conformance further comprises the steps of:

generating an analysis signal indicative of whether the logo print conforms to the predetermined standard; and

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using the analysis signal to transfer the game ball for further processing or
reject the game ball depending on the analysis signal generated.

43.   (New) The method of claim 37, wherein the step of determining conformance further
comprises the step of:

using at least one analysis algorithm to determine whether extraneous marks
are present on the game ball, wherein the extraneous marks comprise
missing characters, ink smudges, ink smears, shadowing, missing sections
of print, partial character thickness deviation, complete character thickness
deviation, or misaligned characters; and
using the analysis algorithm to transfer the game ball for further processing or
reject the game ball depending on the analysis signal generated.

44.   (New) The method of claim 37, wherein the predetermined standard comprises a
reference image of an acceptable logo.

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